Jumper

Striker/Artillery

Jumper is a colloquial catch-all for rapid-response chassis deployed from orbital or airborne platforms for quick and mobile assaults. Typically equipped with top-of-the-line reactors and energy weapons and for violently-short engagements, Jumper pilots and their machines live for danger, thriving when pushed to their limits in the thick of high-octane combat: dancing in the skylines of occupied cities and the cosmic lanes of orbital defense pickets.

Tactics: The Jumper is a flying fast-paced offensive powerhouse that thrives in the Danger Zone, but is reliant on taking breaks from its offense if it wants to maximize its longevity.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	8	12	16	2	-2	0	2	2	6	8	10	3

Base systems:

Brightsky Halberd

Superheavy Cannon, Loading, 4 Heat (Self), +2/3/4

[**15** ⟋] [**10/13/16** ϟ]

When the Jumper attacks with this weapon, it is considered to be in the **Danger Zone** until the end of its next turn. If the Jumper is already in the **Danger Zone**, the attack gains **Reliable 5/7/8**, becomes ⇗**15**, and the Jumper is **Exposed** until the end of its next turn.

Meteor Cannons

Heavy Cannon, 4 🌡 (Self), +1/2/3

[**8** ⟋] [**6/8/10** ϟ]

If the Jumper is in the **Danger Zone**, this weapon gains ⊹**1** and **Reliable 3/4/5**.

HALO Boosters

System

The Jumper can Hover whenever it moves, but if it is not in the **Danger Zone** at the end of any turn it hovered this way, it takes **2** 🌡. The Jumper always counts as moving in difficult terrain if it voluntarily moves without flying.

Thermovore Capacitors

Trait, Danger Zone

When the Jumper clears all 🌡, it reloads and recharges all weapons, traits, and systems and gains **4/5/6 Overshield**.

Optional systems:

Coreburn Bomber

System, Danger Zone, Loading, 4 (Self)

1/turn, When the Jumper attacks, characters in or adjacent to the target space, , , , or take **3/4/5** .

Meteor Crash

System, Full Action, 4 (Self)

The Jumper boosts in a straight line, moving an additional **2 spaces**. If it's movement would be stopped by an object or the ground, the Jumper impacts with in a devastating **1** collision. Objects its **SIZE** or smaller in the area are destroyed, and Characters must pass a **HULL** save or take **8/12/16** and be pushed **4 spaces** away. If the Jumper is in the **DANGER ZONE** when it activates this ability, then all objects in the Jumper's path are destroyed, and characters have +**1** on the save.

Sunburst

Trait, Full Action

1/scene, the Jumper clears all and **EXPOSED** and permanently destroys its HALO Boosters as it violently sheds its flight mount in a **2** area. Characters in the affected area must pass an **ENGINEERING** save or take and equal to half the cleared and be knocked **PRONE**. On a success, they take half as much and and are not knocked **PRONE**. The Jumper is **SIZE 1** for the rest of the scene, and is always considered to be in the **DANGER ZONE**.

Landing Maneuver

Trait, Quick Action

The Jumper clears all and **EXPOSED** but it cannot fly until the end of its next turn.

Afterburners

System, Protocol, Loading

Until the end of its next turn, if the Jumper is not Slowed, its base **SPEED** is doubled, and it is **EXPOSED**. If the Jumper is in the **DANGER ZONE**, each time it is attacked, the attacker must roll a d6; on a **4+**, the attack automatically misses and the Jumper may fly up to **4** spaces in any direction. This effect does not stack with **INVISIBLE**.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
20	9	14	16	4	-2	0	4	2	7	8	12	3

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
24	10	16	16	6	-2	0	6	2	8	8	14	3

Pointman

Defender

First through the breach in the carrier's hull. First through the mouth of the hidden cave. First through the imperial palace gates. Throughout history and combat, the presence of walls and gates surrounded by overlapping fire and defensive obstacles has always necessitated a figure of legendary tenacity to overcome them: the Pointman archetype is such a figure. Built to withstand withering fire from all angles while shattering barriers and defenders, Pointman-archetype frames are a steadfast fixture of close quarters combat operations across the known galaxy.

Tactics: The Pointman's fearsome Ripjaw Shotgun and Vanguard Shield make it a potent offensive and defensive threat when near hostile characters. The Pointman is heavily position-reliant, leaving it vulnerable to artillery or forced movement, and its systems can quickly overwhelm its reactor if it is not careful.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
15	8	8	8	2	-2	-2	2	2	4	5	10	2

Base systems:

Ripjaw Shotgun

Heavy CQB, 2 (Self), +1/2/3, +1

[**5** **3**] [**6/7/8**]

This weapon ignores cover and engagement penalties and gains **Reliable 4/5/6** against targets in its .

Entrenching Tool

Heavy Melee, +1/2/3

[**2**] [**3/4/5**]

This weapon deals **10** **AP** to drones, objects, and terrain.
On hit: The target must choose: the attack deals **+5** bonus damage or **Knockback 4**. If the **Knockback** would causes the target to collide with an object, terrain, or obstruction, they take **2** and are **Impaired** and **Slowed** until the end of their next turn.

Seismic Knuckle

System, Full Action, Loading, 4 (Self)

The Pointman launches a **5** wall of explosive force **4 spaces** tall, with at least **1 space** adjacent to it. Objects in the affected area take **20** **AP,** regardless of line of sight, and characters in the area or adjacent to an object destroyed by the wall are pushed **4 spaces** away from the Pointman and knocked **Prone**.

Vanguard Shield

System

Hostile characters in **2** of the Pointman deal half damage, , and on all attacks and effects.

Optional systems:

Doorbuster

Trait

When the Pointman uses Seismic Knuckle, it may **BOOST**, ignoring engagement and reactions, and attack with the Ripjaw Shotgun.

Speartip Doctrine

Trait

Allied characters in **3** may **BOOST** when the Pointman does. This is not a reaction of any kind.

Shoulder Check

Trait, 2 (Self)

1/round, when the Pointman hits with a melee attack, it may immediately **BOOST**, ignoring reactions and engagement and moving the target with it. If this movement or any **KNOCKBACK** from the attack would cause the target to collide with an obstruction or another mech, the target is knocked **PRONE** and **IMPAIRED** until the end of the next turn.

Trueblack Armor

Trait

During its turn, the Pointman reduces all damage to **1**, has **IMMUNITY** to involuntary movement and , and can't be knocked **PRONE** or gain conditions from outside sources.

Pulse Flares

System, Quick Action, Grenade, Loading

The Pointman throws a grenade to a space within 5. Hostile characters in the ensuing 3 explosion must pass a **SYSTEMS** save or voluntarily move up to their speed directly away from the center as a reaction, and an **ENGINEERING** save or treat all other characters as if they were **INVISIBLE** until the end of their next turn.

Characters with cover from the gain +1 on these saves.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
20	8	8	8	4	-2	-2	4	2	4	5	12	2

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
25	8	8	8	6	-2	-2	6	2	4	5	14	2

Sorcerer

Striker/Artillery

The Sorcerer pattern-group is a combination of multi-role weapon, flash-munitions fabrication, and targeting technologies mounted on purpose-built chassis. Sorcerers are directed by an untethered eight-fold homunculi analysis engine calibrated to maintain a viable solution to each threat profile in the Universal Catalog of Combat Scenarios, enabling a near-perfect response to any potential opponent. The UIB is currently investigating rumors connecting the platform's computational design to POI "GMLABRUJAGM".

Tactics: The Sorcerer is an adaptive ranged threat that scales in danger the longer they are ignored. Only aggressive scanning will keep the frame at bay.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	8	8	6	0	0	2	0	2	4	15	10	1

Base systems:

Apophis Omnigun

Trait, Protocol

The Sorcerer gains **2** Apophis Counters (Maximum 6) and then deals ⌀ **AP** equal to the number of Apophis Counters to a hostile character in 🗡 **15** and line of sight. This damage ignores **IMMUNITY** and cannot be reduced, negated, or ignored in any way.

Assess Corpus

Trait

The Sorcerer can **SCAN** hostile characters, putting a Focus Marker on the target (weapons, traits, and systems may provide the Sorcerer with additional benefits from scanning.) A character can **SCAN** a Sorcerer to instantly remove all Apophis counters from that Sorcerer as well as their own Focus Marker.

Mimic Gun

Main ???, +1/2/3

[**8** 🗡] [**6/7/8** ⁛]

When the Sorcerer scans a hostile character, they can immediately repair this weapon and grant it one of the following bonus effects against all characters with a Focus Marker (a bonus can't stack with itself.) All bonuses are removed when the Sorcerer is scanned.

-**Talon:** The Mimic Gun deals ⌀ , and On Hit: If the target reduces the damage, they take 🔥 equal to the amount reduced and must pass a **HULL** save or be knocked **PRONE**.

-**Longshot:** The Mimic Gun deals ϟ and gains **+1** ✪ ,**+7** 🗡 and treats all targets 🗡 **8** or further as having **8 EVASION** and **E-DEFENSE**.

-**Spearhead:** The Mimic Gun deals ✷ , gains **KNOCKBACK 4** and **3** ⌘ , and ignores hard cover, dealing **10** ✷ **AP** to cover (**2/2/3** ✷ **AP** if its a character) it ignores.

Autogun

System, Reaction, Unlimited

Trigger: The Sorcerer takes damage from a character with a Focus Marker.

Effect: The Sorcerer spends all of its Apophis Counters to reduce the damage by **2** for each counter spent.

Optional systems:

Explosive Morphology

Trait

At the end of its turn, if the Sorcerer has not made any attacks, It may choose one of the following bonuses. It cannot choose a bonus it already has, and all bonuses expire after the Sorcerer attacks or a hostile character Scans it:

- The Sorcerer can **BOOST** as a free action 1/turn, ignores **SLOWED, IMMOBILIZED**, and Difficult terrain, and may climb Vertical surfaces without penalty.
- The Sorcerer gains **IMMUNITY** to **JAMMED, STUNNED**, and effects which would prevent it from targeting a character (like **HIDDEN**) or change its target.
- The Sorcerer reduces all damage and to 1.

Superior Mimicry

Trait

The Sorcerer may apply 2 bonuses to its Mimic Gun at a time when it scans, instead of 1.

Chaos Accelerant

System

Apophis Omnigun can also target all hostile characters with Focus Markers simultaneously, regardless of or line of sight.

Smart Lock

System

When the Sorcerer attacks a character with a Focus Marker, it may force them to choose:

-The attack automatically hits, dealing half damage, , and .

-Damage and from the attack cannot be reduced in any way.

Entropic Armor

System

The Sorcerer gains **ARMOR** equal to the number of Apophis Counters, but it loses all counters whenever it overheats or clears all .

At higher levels:
Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	10	10	6	1	1	3	1	2	4	15	12	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	12	12	6	2	2	4	2	2	4	15	14	1

Warlock

Controller/Support

The Warlock is a recent propagation of chassis designed around predictive multi-fold computational engines to rapidly analyze future relevant battlefield conditions and enact preventative countermeasures to eliminate unfavorable outcomes. The massive processing power of Warlock pattern-groups allows them near unparalleled tactical assessment, with modern variants using the latest in tactical micro-drones to facilitate even more powerful predictive scenario manipulation. Warlock-flagged chassis are a high priority for military intelligence after the first of several novel self-propagating sub-sentient malware programs were observed as part of the offensive arsenal of Warlock-flagged chassis owned by Skull-n-Bones Mercenary Company.

Tactics: Warlocks are Tech and Smart-Weapon resistant NPC's that boost the consistency of their allies. Hex Field is a potent tool in shutting down common probability manipulation attempts, while Prophesize and Onto-Doubt Thought can be used to exploit vulnerable targets and protect key allies.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	8	16	6	1	-2	2	0	1	4	8	13	1

Base systems:

HEX Field

Trait

The warlock emits the HEX field, a powerful probabilistic simulation field, in its **SENSORS** and line of sight (unless it is **STUNNED** or **JAMMED**.) Characters in this field cannot have their original rolls altered or replaced unless the Warlock allows it (re-rolling, causing an automatic miss or failure, **IMMUNITY** to being critically hit, changing the original target, negating an attack, etc, but not **INVISIBLE**.) Allied characters in the HEX field cannot have ⛀ on the final roll of a d20. A hostile character can ignore HEX Field until the end of their next turn by passing a **SYSTEMS** save as a quick action.

Cognitive Camouflage

Trait

Attacks that target the Warlock's **E-DEFENSE** cannot benefit from ⛨ or consume **LOCK ON**.

ONTO-DOUBT THOUGHT

System, Quick Tech

The Warlock or an allied character in line of sight and **SENSORS** is protected by the Onto-Doubt Parasite until the end of their next turn. The next hostile attack or affect against that character has a 50% to automatically fail, negating the attack or effect against the afflicted character, as if it never happened, and wasting the action.

PROPHESIZE

System Quick Tech

The Warlock rolls a d20 and records the result. **1/round**, if a character in **SENSORS** and line of sight would roll an attack, check, or save, the Warlock may replace that roll with this result instead as a reaction.

Optional Systems:

Prune Success

Trait

Hostile characters in the HEX Field cannot benefit from ⬢ , consume **Lock On**, or perform critical hits.

Oracle Engine

Trait

The first time in a round that a Hostile character in the HEX Field would attack the Warlock or a character in the HEX Field, they must pass a **Systems** save or be **Stunned** until the end of the current turn (causing the attack to fail.)

Bestow Curse

System, Quick Tech, Loading

A hostile character in **Sensors** and line of sight must pass a **Systems** save. On a failure, they treat all final results of 11 or higher on attacks, checks, and saves as a 10 until the end of their next turn.

Good Enough

Reaction, 1/round

Trigger: An allied character in line of sight and **Sensors** would fail a check or save or miss an attack.
Effect: They automatically succeed instead.

Wicked Kiss

System, Full Tech

The Warlock chooses an adjacent character: that character automatically fails all checks and saves until the end of their next turn, and if they end their turn in **5** and line of sight of the Warlock, they are **Stunned** until the end of their next turn. A character can only be stunned by this effect 1/scene.

At higher levels:
Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
13	8	18	6	2	-2	3	0	1	4	8	15	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	8	20	6	3	-2	4	0	1	4	8	17	1

Jaguar

Striker

"In the heat of war, in boarding actions, in security operations, in the arena, in door-kicker jamborees: there is no waxing on strategic beauty, and there is no time to think. There are only three truths. Instincts: learned by suffering and experience, or drilled through training and practice. Gear: your tools for your victory, whether it is your bare hands and flesh or rifles and steel. Duty: the certainty and the expectation that you and your enemy are here for mutual termination. You are bound to a mutual warrior's pact to butcher and slaughter each other with diligence and sincerity. To do any less is a grand disservice to every comrade in arms and your worthy foe before you. May you uphold your mutual obligation and marinate in each other's blood, and together recite the only sacred prayer shared between you and your adversary: Kill! Kill! Kill!"

Tactics: The Jaguar is a fast and tough grappler built to bully targets with unparalleled ferocity. Use it anywhere you'd like to apply imminent threat on the battlefield, eviscerating the backline or disrupting the front.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
15	12	8	8	2	2	-1	0	2	6	5	10	1

Base systems:

Hydraulic Claw

Main Melee, +1/2/3

[**1** ⌘] [**4/5/6** ⌀]

On Hit: the target is automatically **GRAPPLED**. While Grappling in this way, the Jaguar can take reactions, but cannot attack with this weapon. The target takes **2** ⌀ at the start of each of the Jaguar's turns. The Jaguar can only end this grapple as a quick action, unless the target is destroyed.

Slaughter Prey

Trait, Full Action

The Jaguar targets one character that is grappling it or that it is grappling: that character must make a contested **HULL** check. On a success, they take **4/5/6** ⌀ **AP**. On a failure, the target takes ⌀ **AP** equal to **4/5/6 +** the difference between the target's maximum and current **HP**, and the damage cannot be reduced or negated in any way. Either way, the target is **IMPAIRED** until the end of their next turn.

Predator Exomuscle

System

The Jaguar gains +**1** ✪ on **HULL** checks and saves, and it counts as one size larger when Ramming, grappling, lifting, and dragging. The Jaguar is **SLOWED** while lifting instead of **IMMOBILIZED**, it can carry and Drag as quick actions instead of full actions, and it can take reactions and **BOOST** while lifting, dragging, and grappling.

Super Predator

Trait

The Jaguar can climb and swim at its normal speed, and when it jumps, it can move up to **10 spaces** high and **6 spaces** forward, Clearing **PRONE** when it does. Characters grappled by the Jaguar always move with the Jaguar when it swims, climbs, jumps, or flies.

Optional systems:

Titanno-Maul Servos

System, Loading, Full Action

The Jaguar expends its standard move to **Boost**, moving an additional **2 spaces** and ignoring terrain, engagement, and reactions. If the Jaguar collides with an object or piece of terrain, that object takes **10 ⌀ AP** per the Jaguar's **Size**. If this is enough to destroy the obstruction, the Jaguar continues moving; otherwise, it stops. One character the Jaguar passed through or moved adjacent to at any point becomes grappled by the Jaguar and is pulled with the Jaguar to the end of its movement. Then the Jaguar uses Slaughter Prey on that character. The Jaguar is **Exposed** after this effect resolves.

Terrorbeast Endomuscle

Trait

The Jaguar's size increases by **1**, it ignores engagement, and it may move through hostile characters, pushing them aside in any direction if they are smaller.

Bruiser Bite

Trait

Damage caused by the Hydraulic Claw gains **AP**. If a character would stop being grappled by the Jaguar due to involuntary movement, they take **4 ⌀ AP.**

Brutalize

Trait, Quick Action

The Jaguar moves **1 space** in any direction, ignoring reactions, engagement, and obstruction from objects and characters its size or smaller. Objects it moves into are instantly destroyed, and characters are pushed **1 space** in a direction of the Jaguar's choice, take **3 ⌀** , and are knocked **Prone**.

Adrenal Guard

Trait

The Jaguar gains **Resistance** to all damage, 🌡, and 🔥 while it is grappling or being grappled. If the Jaguar is in a grapple and would take damage from a character outside of the grapple, all characters in the grapple other than the Jaguar take half the damage dealt before reductions.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	15	10	8	3	3	0	0	2	6	5	12	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
20	18	12	8	4	4	0	0	2	6	5	14	1

Sentry

Artillery/Controller

The Inerajita Thunderstorm Sky-watch chassis is generally believed to be the originator of the modern Sentry-pattern of chassis design, though conflict and the aggressive tactics of larger interstellar manufacturers has all but obscured Archetype's production history. Sentry-pattern chassis are ideal for recon and security detail, where their powerful long range sensors, nimble maneuver suites, and heavy firepower prove a powerful deterrence to conventional assaults.

Tactics: The Sentry is a fragile but nimble hunter that brings the pain against characters in the open. Place it somewhere where it has optimal sight lines over high priority lanes to punish characters without cover.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	12	12	5	-2	0	1	1	0	8	15	11	1/2

Base systems:

Hacksaw Chaingun

Main Cannon, +1/2/3

[**15** ⟋] [**4/5/6** ⌀]

If the target does not have cover from the Sentry, the attack gains **Smart**.

Dragonfly Gyro-Rotor

System

The Sentry can Hover when it moves, but must end this movement on the ground or begin falling.

[SENTRY ACTIVATE]

Trait, Protocol

Until the start of its next turn, the Sentry is **Immobilized**, and it gains the following benefits:

-The Sentry's attacks count as consuming **Lock On** against any character that doesn't have cover from it.

-Characters attacked by the Sentry gain **Lock On** if they do not have cover from it.

-The Sentry ignores cover provided by characters and non-neutral zones of cover for the purposes of its attacks, traits, systems, and other effects.

-The Hacksaw Chaingun can make two attacks at once, targeting either the same character or different ones.

Optional systems:

Yellow Jacket Launcher

Superheavy Launcher, Loading, +0

[**15** ⟋] [**8** ✷]

Gain **Priority Target**.

Priority Target

Trait, Protocol

The Sentry designates a character in ⟋ and line of sight with no cover as a Priority Target. At the end of the target's next turn, if they are still in ⟋ and do not have cover, the Sentry may attack that character with the Yellow Jacket Launcher as a reaction. This attack gains +**1** ⯃ and +**8/10/12** bonus damage.

Gazer Engine

System

At the end of its turn, the Sentry may place a ⊹ **3** area of simulation on a space without cover in line of sight and **SENSORS** that lasts until the end of its next turn. Attacks against hostile characters in the area without cover gain **RELIABLE 3/4/5** (this can't deal more than the maximum possible damage.)

Ceaseless Barrage

Trait, Quick Action, Loading

All hostile characters in ⟋ **15** and line of sight must pass an **AGILITY** save or take **4/5/6** ⌀ and be **SLOWED** until the end of their next turn. On a success, they take half damage and are not **SLOWED**. Characters with cover are immune to this effect.

Stalker Payloads

System

When the Sentry attacks a character with no cover, the target is shrouded with magnetic warheads. If the target flies or boosts before the end of their next turn, they take **3/4/5** ✷ **AP**.

The Hunt

Reaction, 1/round

Trigger: A hostile character in **SENSORS** and line of sight ends a movement out of cover from the Sentry.

Effect: The triggering character gains **LOCK ON** and must pass an **AGILITY** save or take **4/5/6** ⌀ (half as much on a successful save) and a **SYSTEMS** save or be **IMPAIRED** until the end of their next turn.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	15	15	5	-2	0	2	1	0	8	15	13	1/2

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	18	18	5	-2	0	3	1	0	8	15	15	1/2

Enforcer

Defender/Controller

Originally developed for political and Cultural VIP security, the GMS Bishop-class security platform is an upgrade on the R-model Everest. Its advanced THREAT/OUTPUT networked-defense armor over the reliable Everest frame has made it ideal for securing material assets and ensuring dominance over lightly armored and unmounted opposition. Bishop-class platforms have earned the infamous moniker of “Enforcer” over the centuries in diasporan space, due to their presence in police units, mercenary outfits, and wealthier pirate organizations. Even with GMS gradually phasing out production and updates for the line, numerous production and development programs for the Bishop remain, picking up where Union left off.

Tactics: The Enforcer is a brawler that excels when surrounded by enemies in the thick of combat. Place enforcers near important objectives to guard them, or as close to hostile characters as possible to take advantage of Toughen Up.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
15	8	10	8	2	0	0	2	2	3	5	12	1

Base systems:

Riot Cannon

Heavy CQB, Knockback 2, +1/2/3

[**3** **3**] [**4/5/6**]

This weapon deals **KNOCKBACK** even on a miss.

Toughen Up

Trait

At the Start of Combat or upon deployment, the Enforcer gains **3 OVERSHIELD**. At the start of it’s turn, the Enforcer regains this **OVERSHIELD** + an additional **3** for each hostile character in **3**.

Bully

Trait

When the Enforcer has any amount of **OVERSHIELD**, it inflicts double **KNOCKBACK** and counts as **SIZE 10** for ramming, grappling, engagement, and inflicting involuntary movement.

Aggressor Deterrence

Reaction, 1/round

Trigger: A hostile character in 3 would move or take a hostile action.

Effect: The Enforcer may first move to a free, adjacent space next to that character, ignoring reactions and **ENGAGEMENT**. The triggering character must then make an **AGILITY** save or be knocked **PRONE**, and a **HULL** save or be automatically grappled.

Optional systems:

Zeus Pilebunker

System, Quick Action, Loading

An adjacent character must pass an **ENGINEERING** save or have fulgurating darts lodged in their chassis. These darts cause the target character to be unable to fly, **JAMMED**, and **PRONE** while they are within **3** of the Enforcer. A character can end this effect by passing an **ENGINEERING** save as a quick action.

Area Denial Array

System, Quick Action, Loading

All hostile characters in a **3** area must pass a **SYSTEMS** save or become **SLOWED** and **IMPAIRED** until the end of their next turn. Adjacent hostile characters automatically fail this save.

Dominion Wall

System, Deployable, Quick Action, Limited 1

The Enforcer deploys **5** special dominion posts in free spaces within **5**. These posts are **SIZE 1** objects with **5 HP** each, **10/12/14 EVASION** and **E-DEFENSE**, and **2 ARMOR**. As long as the Enforcer is in **5** and line of sight of a post, it considers hostile characters adjacent to that post to be adjacent and in for the purposes of **OVERWATCH**, Toughen Up, and Aggressor Deterrence, and that post causes engagement.

Let's Get Dangerous

Trait

While the Enforcer has **OVERSHIELD**, it ignores cover and engagement penalties, gains **+1** on checks and saves, and marks characters hit by its attacks with Compliance until the end of their next turn, forcing them to take **3/4/5** whenever they take an action or reaction other then **STABILIZE**, **SHUT DOWN**, **BOOT UP**, or **EJECT**.

Vigilant Sentinel

Trait

The Enforcer can **OVERWATCH** whenever a hostile character becomes **ENGAGED** with them or starts their turn adjacent to them, ignoring the **1/round** limit. Movement of any kind can always provoke **OVERWATCH** from the Enforcer, and its engagement can never be ignored, regardless of type or ruling (Involuntary, teleport, "doesn't provoke reactions and engagement", etc.)

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	10	12	8	3	0	0	2	2	3	5	14	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
20	12	14	8	4	0	0	2	2	3	5	16	1